

Introduction

The ambitions of athletes from all corners of the earth culminate in THE GAMES, for it is here that the cream of the World's sporting elite are gathered for a once in a lifetime opportunity to compete for the most coveted titles known to man. Now Epyx give you the chance to compete with the World's best in eight thrilling events that will test you skills to the limit!

Loading the Program

Plug your joystick into port no 2. Note: You can use two joysticks for two player competition in Velodrome Cycling. When playing that event, plug a second joystick, if you have one, into port no 1.

Turn on the system. (For Commodore 128, hold down the Commodore key when you turn on the system to set it to C64 mode. Alternatively type GO 64 at the prompt and press RETURN. When the prompt reappears, type yes.)

Commodore 64/128 Disk Version

1. Insert Disk A (front) into the drive, label side up.

2. Type LOAD "",8.1 and press RETURN.

3. The program loads. You will see a series of colourful illustrations which depict the stadiums where the games are to be held. Then you see the title screen and finally the village map.

Note: To bypass the opening scenes, press the joystick button to go directly to the village map.

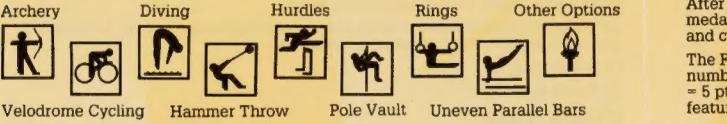
Commodore 64/128 Cassette version

Press SHIFT and RUN/STOP keys together and press PLAY on the Cassette recorder. The cassette is recorded with four events on each side. The cassette files are sequential. If you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it. For example: If you have loaded and played Diving and you now want to play Archery, the cassette must be rewound to a position before Archery. The order of events is in the options menu. It may help when positioning the tape if you zero the tape counter after loading the main menu and make a note of the counter reading after each event.

After playing event number 4 on side one, insert side 2, rewind and press PLAY. To abort any event, whether competing or practising, press RUN/STOP and then RESTORE. The menu will automatically be reloaded from the cassette.

Pre-Game Screens

The nine choices on the village map are:



Choose between competition or practice play. In practice play your scores are not saved so no medals are awarded. To select practice play move the joystick to select one of the events, then press the joystick button. For competition play, highlight Other Options, then press the joystick button.

Practice Play

To practice an event use the joystick to move the torch to the appropriate game event icon on the village map.

Press the joystick button to practice that event. After completing the practice round, you'll be asked if you want to play the event again. Select YES and press the joystick button to return to the same event. Selecting NO and pressing the joystick button will return you to the village map.

Other Options Menu

Select Other Options and you will then be presented with six choices:

- Change names
- Opening Ceremonies
- Compete in all events
- Compete in some events
- View World Records
- Return to village

Change Names

This option gets you started in competition. Select CHANGE NAMES and press the joystick button. A screen invites you to type in the names of your contestants and designate the flags of their countries. Follow these steps:

1. Type in the name of the first contestant. Press DEL to erase any mistakes.

2. The screen shows you the flags of three countries at a time (a total of 18

countries in all), with the central flag highlighted. Move the joystick left or right to select a country. Pressing the joystick button will start the national anthem for that particular country.

3. Press RETURN to enter the next contestant's name.

Note: If you wish to play in teams press the same flag for more than one contestant.

4. Use the cursor keys to edit. When you have finished entering your contestants, press the F7 key to return to the OTHER OPTIONS screen.

See Opening Ceremonies

Highlight this option and press the joystick button to replay the opening sequence. Press the joystick button to return to the village map, or wait for all the credits to appear after which you will be returned to the village map automatically.

Compete in All Events

Choosing this option allows you to compete in all eight events automatically. Follow the game play instructions on this sheet as you compete in each event.

Compete in Some Events

Select this option and once again you will see the Village Map. Move the torch to the appropriate event icon. Pressing the joystick button will select that event. You can choose as many or as few events as you wish. You will be automatically taken in turn to compete in your selected events. Follow the game play instructions on this sheet as you compete in each event.

Note: During an event pressing the RESTORE key will stop play and return you to the Village Map.

View World Records

Selecting this option will present you the World Records for each of the eight events.

Return to Village

Select this option to return to the Village Map.

Game Play Screens -Disk only

When a prompt asks you to insert a different disk side, remove the disk in your drive and insert the disk corresponding to the side needed. (The front of the disk is labelled, the rear is not.) Press the joystick button to see the opening screen for the event in which you will compete or practice.

Once you've played a competitive event, a screen appears telling you what previous World record was set with this computer game as well as any current World record, if any. Pressing the joystick button will start the next event.

You can choose to play either against the computer or a friend. You'll require a second joystick to compete against a friend.

Ending Screens

After completing all the competitive events chosen, a screen appears listing the medal winning countries. A second screen follows automatically listing previous and current world records.

The FINAL STANDINGS screen shows you the name of each contestant; the number of gold, silver and bronze medals won, as well as total points scored. Gold = 5 pts., Silver = 3 pts., Bronze = 1 pt. Then the award ceremonies will start featuring the leading medal winning countries.

Note: If more than one player chooses the same country, the medals are combined to determine the medal winning countries. This allows players to compete in teams.

ARCHERY

In this event you control the pull of the bow while compensating for wind speed and direction as indicated by the windsock. You'll shoot three arrows at a target 90 metres away. You will have 1 1/2 minutes for the event.

Joystick Controls

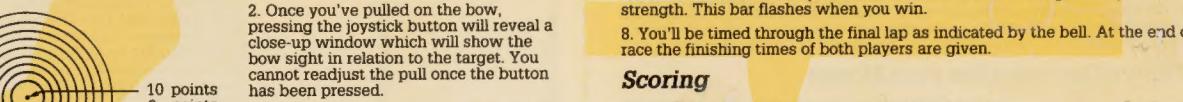
1. Press the joystick button to pull back on the bow. To reduce or increase the amount of pull move the joystick handle left or right.

2. Once you've pulled on the bow, pressing the joystick button will reveal a close-up window which will show the bow sight in relation to the target. You cannot readjust the pull once the button has been pressed.

3. Line up your arrow with the target by moving the joystick handle. Compensate for the wind factor as indicated by the windsock.

4. To release the arrow press the joystick button.

Note: After you shoot an arrow, a close up of the target appears showing your shot. In the upper right window, you'll see the time that is left to shoot your remaining arrows and your score in this round so far.



Scoring

The illustration of the target describes the scoring. Arrows landing on the dividing line between two colour zones earn the higher score. Failing to shoot all your arrows in the allotted time means that you will only score on the shots within the time.

Chalk Talk

Keep cool and make every arrow count.

There's a gusting wind, so keep an eye on the windsock and adjust your sights to compensate. Better still wait for a lull in the wind before sighting in and shooting.

Also watch your bow tension - the harder you pull, the higher the arrows line of flight. Practice drawing the bow, sighting in and releasing until they all seem part of one movement.

Think Gold!

- Be cagey, learn to pace yourself.
- "Draft" on your opponent whenever possible.
- When playing against the computer opponent, wait for him to start. This will let you start "drafting" sooner.
- Keep to the inside of the track!

Note: During an event pressing the RESTORE key will stop play and return you to the Village Map.

VELODROME CYCLING

This event is a 1000 metre sprint; two riders starting on a 333 1/3 metre track. At the starting gun the competitors go slowly through the first two laps, jockeying for trailing position. Then at the sound of a bell marking the beginning of the third lap they break away and race to the finish. The first competitor across the line is the winner.

You can choose to play either against the computer or a friend. You'll require a second joystick to compete against a friend.

Joystick Controls

Computer Opponent / Tournament Play

1. The first screen asks you to decide between Tournament Play or Computer Opponent Play. Tournament Play requires two joysticks (bottom screen - joystick 1; top screen - joystick 2). Computer Opponent requires only one joystick (you will be using the top screen). For a one player game choose Computer Opponent and press the joystick button.

2. In Tournament Play the screen displays the contestants names and countries. Press the joystick button.

3. This brings up a screen split into three sections showing an aerial view of the track on the right; dots showing the relative positions of the two cyclists.

4. To start, press the joystick button and wait for the sound of the starting gun. (In Tournament Play both competitors must press their joystick buttons.)

5. Move the joystick up and down to start racing. Your opponent will automatically start racing.

6. To increase your speed, move the joystick up and down more vigorously.

Note: If you follow closely behind your opponent, you will hear a "shhh" sound, indicating that you are "drafting". Getting in your opponents slip stream means less pedalling for you!

7. Move left or right on the track by moving the joystick left or right.

Note: Underneath each cyclist's window is a bar indicating each cyclist's strength. This bar flashes when you win.

8. You'll be timed through the final lap as indicated by the bell. At the end of the race the finishing times of both players are given.

Scoring

The cyclist who finishes first in a single heat wins that race. However in the case of multiple player and computer opponent competitions, the time of the final lap is used as a tie breaker.

Chalk Talk

There are tactics you can use to be a winner in this three lap race. But first a caution about stamina. By pacing yourself you will have a spurt of reserve



VELODROME CYCLING



Reverse Pike

Move the joystick right while pressing the joystick button. Then pull the joystick down to enter the water.

Backward Dives

Tap the joystick to the right. The diver will then walk to the end of the board. As he nears the end of the board, pull the joystick down and hold to stop the dive. Release the joystick and enter the sequence for the dive you wish to perform as detailed below:

Type of Dive

Back Layout

Outside Dive

Inside Dive

Back Somersault

Inward Back Pike

Outside Back Pike

Back Twist

Inward Somersault

Different Variations of a Dive

You may want to try different ways of making the same dive. You need to practice your timing on releasing the joystick movements. The table below shows some of the types of dive that are possible:

Forward Dives:

Forward Dive

Reverse Dive

Outside Dive

Inside Dive

Swan

Backward Dives:

Forward Dive

Reverse Dive

Outside Dive

Inside Dive

Layout

Forward Twists:

Twist

Outside Somersault

Inside Somersault

Outside Pike

Inside Pike

Scoring

Each judge assigns a figure from 0.0 to 10.0 to your dive, 10 being the highest possible score. The ratings are awarded for:

Quality of dive execution

The number of combinations in a single dive

The height of a dive

The quality of the diver's entry into the water

Chalk Talk

In the springboard competition, you'll work from a board 3 metres above the water and perform three dives. These you select from a menu of 16 dives.

The judges score each of your efforts based on the difficulty of the dive and the smoothness of your execution. The trick is to put together dive combinations that show you're master of this event.

Concentrate on timing. It takes less than a second for a dive to go wrong. A single mistake can often knock you out of contention - even when you're comfortably ahead on points. Perfect your entry! Most judges tend to award the highest score to the smallest splash.

Think Gold!

- Practice specific dive combinations; make them your speciality.
- Consistently go for height.
- Finish each dive with a short entry into the water.
- Enter the water with minimum splash.

HAMMER THROW

In this event the competitor swings a "hammer", a heavy metal ball attached to a steel chain over a metre in length. Standing in a circle a little more than two metres in diameter, he first warms up, rocking the hammer to get the rhythm of the swing. Then he goes into his wind-up, spinning the hammer above his head. Finally, he makes four or five body turns, moving outward the edge of the circle before releasing the hammer. The distance the hammer travels is the competitor's score, and the best of three throws represents his top score for the event.

Joystick Controls

Press the joystick button to enter the spin phase and during the warm up sequence. Increase the hammer travel during the spin phase by moving the joystick in a circular anticlockwise direction.

Press the joystick button again to enter the revolve stage, where the competitor rotates his body as he revolves the hammer above his shoulders. When the competitor has reached his top spin speed, press the joystick button to release the hammer.

Sc

2. Another screen automatically appears to tell you the name and country of the next player. Press the joystick button for the second race in competition play. If there are no more competitors for this event, you will automatically bring up the screen for the next event you have chosen.

Scoring

The competitor with the lowest time is the winner. During a race, you may knock down an unlimited number of hurdles without disqualification although your time will be increased. You are disqualified if you trip and fall over a hurdle.

Chalk Talk

The hurdles demand a three talent blend of speed, spring, and timing. Starting "on the right foot" is all important. This means quickly establishing a rhythm between hurdles that best fits your stride.

You can get a jump on the field by watching the starter; the instant you see his gun fire, take off. Then establish your speed and rhythm so that you'll be at full stride by the first hurdle.

Conserve strength by keeping your jumps short. The reserve energy will come in handy - after the tenth hurdle - when you sprint to the finish!

Think Gold!

- Work on the stride-jump rhythm that you find most efficient.
- Get out of the blocks fast by watching the starter.
- Keep your jumps short to conserve energy.

POLE VAULT

A field event in which the athlete uses a flexible pole to enable him to vault over a crossbar supported by two uprights. The crossbar is raised after each round and competitors remain within the contest until they fail to vault over the crossbar at a particular height after three consecutive tries. The athlete runs with the pole for about 45 metres and places the pole on the box at the end of the track. His momentum vaults him upwards as he lifts his feet towards the crossbar and turns his body to clear the bar.

Joystick Controls

Follow these steps:

- The opening screen shows a pole vault mat. Press the joystick button to start. The height you are attempting appears in the upper left hand corner of your screen. Move the joystick up or down to move the bar to the correct height and press the joystick button.
- In practice play, raise or lower the bar to any height you wish. In competition play, don't place the bar lower than the last successful jump.
- Press the joystick button once more to begin your run.
- Move the joystick left and right, in time with the athlete's feet in order to increase his speed.
- After the pole touches the box (but as late as possible), move the joystick up.
- Lift and twist his upper body over the bar by moving the joystick to the right at the top of his flight. He will fall to the mat, either clearing the bar, or knocking it down, depending on how successfully you have executed the movement. Press the joystick button again for the next attempt.

Scoring

In order to win, you must achieve the greatest height. It is deemed a fault if the competitor knocks the crossbar down, fails to leap over the crossbar, or breaks the pole.

Chalk Talk

Top speed in your approach will give you the vertical thrust to reach greater heights in the pole vault. Use the full length of the track to gain momentum.

As you draw even with the sign marked "No. 580", your pole will begin to lower and prepare you for take off. When the pole engages and begins to bend, time your push upward for maximum lift. If you wait too long to begin your thrust, the pole will snap, costing you one of your three vaults.

As you fly over the bar, push the joystick right to clear it. Time this for maximum height or you will fall onto the bar.

Think Gold!

- Practice your lateral-speed-to-vertical-lift timing.
- If you think you can clear the lower heights, "pass" on them. (Even at lower heights there's always the chance of a "miss".)
- Practice your flop over the bar for maximum height.

RINGS

In this event you perform a series of movements while holding two exercise rings. To score well, you must exhibit both precision and strength, with moves that alternate between swings and holds. You must not allow the rings to swing back and forth on the frame while performing the routine.

Move

1	Hold
2	Hang
3	Front Lever
4	Straight Arm Hang
5	Iron Cross
6	Pike
7	Left Hold
8	Shoulder Stand
9	Hand Stand
10	Planche
11	Inverted Hang
	Rear Hang

Hold

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Front Lever

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Straight Arm Hang

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Iron Cross

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Pike

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Left Hold

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Shoulder Stand

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Hand Stand

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Planche

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Inverted Hang

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Rear Hang

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Hold

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Swing

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Position

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Centre

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Up

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Down

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Hold Position

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Up

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Down

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Hold

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike
6	Left Hold
7	Shoulder Stand
8	Hand Stand
9	Planche
10	Inverted Hang
11	Rear Hang

Up

1	Hang
2	Front Lever
3	Straight Arm Hang
4	Iron Cross
5	Pike